

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (previously presented): A gaming device comprising:
a primary game operable upon a wager by a player;
a display device;
a processor which communicates with said display device;
a secondary game triggered upon an event associated with said primary game;
a target set in said secondary game including a plurality of player selectable symbols, displayed by said display device, wherein at least one of said selectable symbols is designated as a target symbol by said processor;
a symbol selector in communication with said processor;
at least one relationship indicator controlled by said processor, wherein, after each time said player selects any one of said selectable symbols using said symbol selector which is not said target symbol and not a last selection, said relationship indicator identifies a relationship in said secondary game between said target symbol and the selected symbol including a subset of selectable symbols of said target set which includes at least said target symbol and enables said player to select said target symbol with a next selection in said subset; and
an award based, at least in part, on said target symbol in said secondary game, whereby said award is provided to said player after said player selects said target symbol or the last selection in said secondary game.

Claim 2 (original): The gaming device of Claim 1, wherein said symbol selector includes a plurality of buttons, each of said buttons corresponding to each of said player selectable symbols in said target set.

Claim 3 (original): The gaming device of Claim 1, wherein said symbol selector includes a touch screen connected to the display device.

Claim 4 (original): The gaming device of Claim 1, wherein said relationship indicator is displayed by the display device.

Claim 5 (previously presented): The gaming device of Claim 1, which includes a plurality of relationship indicators wherein, after each time said player selects any one of said selectable symbols which is not said target symbol and not a last selection, said relationship indicators identify a relationship between said target symbol and the symbol selected by said player using said symbol selector including a subset of selectable symbols in said target set which includes at least said target symbol and enables said player to select said target symbol with a next selection in said subset.

Claim 6 (original): The gaming device of Claim 1, which includes a predetermined number of picks, wherein a player selects symbols until the player picks the target symbol in the target set or there are no picks remaining.

Claim 7 (original): The gaming device of Claim 6, wherein the award includes an additional value if the player has picks remaining after the player selects the target symbol in the target set.

Claim 8 (original): The gaming device of Claim 1, wherein the award is based on the value of the selected target symbol.

Claim 9 (original): The gaming device of Claim 8, wherein the award equals the value of the selected target symbol.

Claim 10 (original): The gaming device of Claim 1, which includes a plurality of target sets.

Claim 11 (original): The gaming device of Claim 10, wherein the award is based on the target symbols selected by the player in each of said target sets.

Claim 12 (original): The gaming device of Claim 10, wherein the awards associated with each target symbol selected by the player are combined by the processor to provide a combined award for the player.

Claim 13 (original): The gaming device of Claim 12, wherein the combined award is based on the order of each award associated with each target symbol.

Claim 14 (original): The gaming device of Claim 12, wherein each of said awards equals the value of said corresponding target symbol from said target sets.

Claim 15 (previously presented): The gaming device of Claim 1, wherein each of the symbols is associated with a probability of being designated as a target symbol in said target set.

Claim 16 (previously presented): The gaming device of Claim 15, wherein the probability of being designated associated with one of the symbols in said target set is greater than the probability of being designated associated with another of said symbols in the target set.

Claim 17 (previously presented): A gaming device comprising:

- a primary game operable upon a wager by a player;
- a display device;
- a processor;
- a secondary game triggered upon an event associated with said primary game;
- a number of picks in said secondary game;
- a target set displayed to said player in said secondary game including a plurality of selectable symbols, which are each associated with a value wherein at least one of said symbols is randomly designated as a target symbol by said processor; and
- a target symbol indicator in said secondary game wherein, after each time said player picks any one of said selectable symbols which is not said target symbol and said player has at least one pick remaining in said secondary game, said target symbol indicator identifies a relationship between said target symbol and the picked symbol including a subset of selectable symbols of said target set which includes at least said target symbol and enables said player to select said target symbol with a next selection in said subset; and
- a symbol selector in communication with said processor, which enables said player to pick symbols in said secondary game until said player picks said target symbol or until there are no picks remaining; and
- an award based on said target symbol, whereby said award is provided to said player after said player picks said target symbol.

Claim 18 (original): The gaming device of Claim 17, which includes a plurality of different numbers of picks and a probability of being selected associated with each different number of picks.

Claim 19 (original): The gaming device of Claim 18, wherein the probability of being selected associated with one of the number of picks is greater than the probability of being selected associated with another number of picks.

Claim 20 (original): The gaming device of Claim 17, wherein the award includes an additional value if the player has picks remaining after the player selects the target symbol in the target set.

Claim 21 (original): The gaming device of Claim 17, which includes a plurality of target sets.

Claim 22 (original): The gaming device of Claim 21, wherein the award is based on the target symbols selected by the player in each of said target sets using all of the number of picks.

Claim 23 (original): The gaming device of Claim 21, wherein the awards associated with each target symbol selected by the player are combined by the processor to provide a combined award for the player.

Claim 24 (original): The gaming device of Claim 23, wherein the combined award is based on an order of selection of each target symbol.

Claim 25 (previously presented): The gaming device of Claim 17, wherein each symbol is associated with a probability of being designated as a target symbol in said target set.

Claim 26 (previously presented): The gaming device of Claim 25, wherein the probability of being designated associated with one of the symbols in said target set is greater than the probability of being designated associated with another of said symbols in the target set.

Claim 27 (previously presented): A gaming device comprising:
a primary game operable upon a wager by a player;
a display device;
a processor;
a secondary game triggered upon an event associated with said primary game;
a plurality of target sets displayed to said player in said secondary game
including a plurality of player selectable symbols, wherein at least one of said selectable
symbols in each target set is designated as a target symbol for that target set by said
processor;
a symbol selector in communication with said processor;
at least one relationship indicator in said secondary game controlled by said
processor wherein, after each time said player selects any one of said selectable
symbols in one of said target sets using said symbol selector and the selected symbol is
not said target symbol for that target set and not a last selection, said relationship
indicator identifies a relationship between said target symbol for that target set and the
selected symbol including a subset of selectable symbols in that target set which
includes at least said target symbol for that target set and enables said player to select
said target symbol for that target set with a next selection in said subset; and
a combined award based on said target symbols selected by said player in said
secondary game.

Claim 28 (original): The gaming device of Claim 27, wherein the combined
award is based on the order of the target symbols selected by the player.

Claim 29 (original): The gaming device of Claim 27, which includes a number of
picks provided to the player by said processor, wherein the player picks symbols in the
target sets until the player picks all of said target symbols or until there are no picks
remaining.

Claim 30 (original): The gaming device of Claim 29, wherein the number of picks
is predetermined.

Claim 31 (original): The gaming device of Claim 29, wherein the number of picks is randomly determined.

Claim 32 (original): The gaming device of Claim 29, which includes an additional award to a player for obtaining all of said target symbols in the target sets.

Claim 33 (previously presented): A gaming device comprising:
a base game operable upon a wager by a player;
a display device;
a processor;
a bonus game triggered upon an event associated with said base game;
a target set displayed to said player in said bonus game which includes a plurality of selectable numbers, wherein at least one of said selectable numbers is randomly designated as a target number by said processor;
a number selector in communication with said processor; and
a relationship indicator, in said bonus game, controlled by said processor wherein, after each time said player picks any one of said selectable numbers using said number selector and the picked number is not said target number and not a last pick, said relationship indicator identifies a relationship between said target number and the picked number including a subset of selectable numbers of said target set which includes at least said target number and enables said player to select said target number with a next selection in said subset.

Claim 34 (original): The gaming device of Claim 33, wherein the relationship indicator indicates whether the target number is higher, lower, one away from, next to or equal to the numbers selected by the player in the target set.

Claim 35 (previously presented): The gaming device of Claim 33, which includes an award provided to the player wherein the award is based on at least one of the group consisting of: the number of target numbers selected by the player, the number of target sets selected by the player, the number of picks used by the player to select the target numbers, and the number of picks remaining from a predetermined plurality of picks.

Claim 36 (previously presented): The gaming device of Claim 33, which includes a probability of being designated as a target number associated with each number in said target set.

Claim 37 (previously presented): The gaming device of Claim 36, wherein the probability of being designated associated with one of the numbers in said target set is greater than the probability of being designated associated with another one of said numbers in said target set.

Claim 38 (previously presented): The gaming device of Claim 36, wherein each number in the target set has an equal probability of being designated as a target number.

Claim 39 (original): The gaming device of Claim 33, wherein the relationship indicator includes a first indicator which indicates that said target number is higher than a picked number and a second indicator which indicates that said target number is lower than said picked number.

Claim 40 (currently amended): A gaming device comprising:
a primary game operable upon a wager by a player;
a display device;
a processor;
a secondary game triggered upon an occurrence of an event associated with said primary game;
a plurality of target sets displayed to said player in said secondary game, ~~which~~ each of said target sets includes including a plurality of player selectable symbols, wherein at least one of said selectable symbols in each target set is designated as a target symbol for that target set by said processor;
a symbol selector in communication with said processor;
a number of picks provided to said player in said secondary game by said processor, wherein said player picks selectable symbols in said target sets in said secondary game until said player picks all of said target symbols or until there are no picks remaining;

at least one relationship indicator, in said secondary game, controlled by said processor wherein, after each time said player picks any one of said selectable symbols in one of said target sets using said symbol selector, and the picked symbol is not said target symbol for that target set and said player has picks remaining, said relationship indicator identifies a relationship in each target set between said target symbol for that target set and the picked symbol including a subset of selectable symbols of said target set, which includes at least said target symbol for that target set and enables said player to pick said target symbol with a next selection in said subset; and

a combined award based on the order of said target symbols selected by said player.

Claim 41 (currently amended): The gaming device of Claim-~~38~~ 40, which includes a predetermined award level, wherein if the combined award is less than the predetermined award level, the combined award is used as a non-credit value.

Claim 42 (original): The gaming device of Claim 41, wherein the non-credit value is selected from the group consisting of: a number of free spins, a multiplier, and a number of free games.

Claim 43 (previously presented): A gaming device comprising:
a primary game operable upon a wager by a player;
a display device;
a processor which communicates with said display device;
a secondary game triggered upon an occurrence of an event associated with said primary game;

a target set, in said secondary game, including a plurality of player selectable symbols displayed by said display device, wherein at least one of said selectable symbols is designated as a target symbol by said processor;

a symbol selector in communication with said processor;

at least one relationship indicator in said secondary game, controlled by said processor wherein, after each time said player selects any one of said selectable symbols using said symbol selector and the selected symbol is not said target symbol and not a last pick, said relationship indicator identifies a relationship between said target symbol and the selected symbol including a subset of selectable symbols of the target set which includes at least said target symbol and enables said player to select said target symbol with a next pick in said subset; and

an award based on a number of picks used by the player to select said target symbol in said secondary game, whereby said award is provided to said player after said player selects said target symbol.

Claim 44 (previously presented): The gaming device of Claim 43, which includes a plurality of target sets in said secondary game, having a plurality of player selectable symbols displayed by said display device, wherein at least one of said symbols in each target set is designated as a target symbol by said processor, and wherein the award is based on the number of picks used by the player to select the target symbols in the target sets.

Claim 45 (currently amended): A gaming device comprising:
a primary game operable upon a wager by a player;
a display device;
a processor which communicates with said display device;
a secondary game triggered upon an occurrence of an event associated with said primary game;

a target set, including a plurality of player selectable symbols displayed in said secondary game by said display device, wherein at least one of said selectable symbols is designated as a target symbol by said processor;

a symbol selector in communication with said processor;

at least one relationship indicator in said secondary game, controlled by said processor, wherein, for each time said player selects any one of said selectable symbols using said symbol selector and the selected symbol is not said target symbol and not a last selection, said relationship indicator identifies a relationship between said target symbol and the selected symbol including a subset of selectable symbols of said target set which includes at least said target symbol and enables said player to select said target symbol with a next selection in said subset; and

an award based on a number of picks remaining from a plurality of picks provided to said player whereby said award is provided to said player after said player selects said target symbol.

Claim 46 (previously presented): The gaming device of Claim 45, which includes a plurality of target sets in said secondary game having a plurality of player selectable symbols displayed by said display device, wherein at least one of said selectable symbols in each target set is designated as a target symbol by said processor, and wherein the award is based on the number of picks remaining from a plurality of picks provided to the player after the player picks all of the target symbols in the target sets.

Claim 47 (previously presented): A gaming device comprising:
a primary game operable upon a wager by a player;
a display device;
a processor which communicates with said display device;
a secondary game triggered upon an occurrence of an event associated with said primary game;

a plurality of target sets in said secondary game, each target set including a plurality of player selectable symbols displayed by said display device, wherein at least one of said selectable symbols is designated as a target symbol by said processor;

a symbol selector in communication with said processor;

at least one relationship indicator in said secondary game controlled by said processor wherein, for each time said player selects any one of said selectable symbols using said symbol selector which is not said target symbol and not a last selection, said relationship indicator identifies a relationship between said target symbol and the selected symbol including a subset of selectable symbols of the target set which includes at least said target symbol and enables said player to select said target symbol with a next selection in said subset; and

an award provided to said player based on said target symbol, whereby said award is provided to said player after said player selects said target symbol in said secondary game.

Claim 48 (previously presented): The gaming device of Claim 47, wherein the award is based on the total number of target symbols selected by the player in said secondary game.

Claim 49 (previously presented): A gaming device comprising:

- a primary game operable upon a wager by a player;
- a display device;
- a processor;
- a secondary game triggered upon an occurrence of an event associated with said primary game;
- a number of picks in said secondary game;
- a target set, in said secondary game, displayed to said player including a plurality of player selectable symbols, wherein at least one of said selectable symbols is randomly designated as a target symbol by said processor;
- a target symbol indicator, in said secondary game, wherein, after each time said player picks any one of said selectable symbols in said target set which is not said target symbol and said player has at least one pick remaining, said target symbol indicator identifies a relationship between said target symbol and the picked symbol, including a subset of selectable symbols of said target set which includes at least said target symbol and enables said player to pick said target symbol with a next pick in said subset; and
- a symbol selector in communication with said processor, which enables said player to pick selectable symbols until said player picks said target symbol or until there are no picks remaining.

Claim 50 (original): The gaming device of Claim 49, which includes an award provided to the player wherein the award is based on at least one of the group consisting of: the number of target symbols selected by the player, the number of target sets selected by the player, the number of picks used by the player to select the target symbols, and the number of picks remaining from a predetermined plurality of picks.

Claim 51 (previously presented): The gaming device of Claim 49, which includes at least one additional bonus game provided to a player when the player has picks remaining after the player picks the target symbol in the target set in said secondary game.

Claim 52 (previously presented): The gaming device of Claim 51, which includes an additional award provided to the player based on the number of remaining picks in said secondary game.

Claim 53 (original): The gaming device of Claim 51, wherein the remaining picks are provided to the player in the additional bonus game or games.

Claim 54 (previously presented): A gaming device comprising:

- a primary game operable upon a wager by a player;
- a display device;
- a processor which communicates with said display device;
- a secondary game triggered upon an occurrence of an event associated with said primary game;
 - a plurality of target sets, in said secondary game, each target set including a plurality of player selectable symbols displayed by said display device, wherein at least one of said selectable symbols is designated as a target symbol by said processor;
 - a target symbol combination in said secondary game including at least one target symbol from said target sets displayed by said display device;
 - a symbol selector in communication with said processor;
 - at least one relationship indicator in said secondary game controlled by said processor wherein, after each time said player selects any one of said selectable symbols in one of said target sets using said symbol selector, and the selected symbol is not said target symbol and not a last selection, said relationship indicator identifies a relationship between said target symbol in said target set and the selected symbol including a subset of selectable symbols in said target set, which includes at least said target symbol and enables said player to select said target symbol with a next selection in said subset; and
 - an award provided to said player when said player selects all of said target symbols in said target symbol combination.

Claim 55 (original): The gaming device of Claim 54, which includes a number of picks provided to the player.

Claim 56 (original): The gaming device of Claim 55, wherein the number of picks is predetermined.

Claim 57 (original): The gaming device of Claim 55, wherein the number of picks is randomly determined.

Claim 58 (original): The gaming device of Claim 55, which includes an additional award provided to the player where the player has picks remaining after the player picks all of the target symbols in the target symbol combination.

Claim 59 (original): The gaming device of Claim 58, wherein the additional award is a non-credit value.

Claim 60 (original): The gaming device of Claim 59, wherein the non-credit value is selected from the group consisting of: at least one free game, at least one free spin and at least one multiplier.

Claim 61 (currently amended): A method of operating a gaming device, the method comprising ~~the steps of~~:

- (a) displaying a primary game operable upon a wager by a player;
- (b) displaying a secondary game upon an occurrence of a triggering event associated with the primary game;
- (c) determining a target symbol in said secondary game in a target set having a plurality of selectable symbols;
- (d) displaying said target set;
- (e) enabling ~~a~~ the player to pick any one of said selectable symbols from said target set;
- (f) determining whether the picked symbol is said target symbol;
- (g) each time the player picks ~~a one of said selectable symbols~~ symbol and that picked symbol is not said target symbol and there is at least one ~~player-pick~~ remaining:
 - (i) indicating a relationship between the picked symbol and said target symbol including a subset of selectable symbols of the target set which includes at least said target symbol and enables said player to select said target symbol with a next pick in said subset; and
 - (ii) repeating steps (e) to (g) until a number of ~~player-picks~~ of said selectable symbols are used by said player or until said player picks said target symbol; and
- (h) if said player picks said target symbol, providing an award, an advancement to another target set, or an advancement to another bonus game to said player.

Claim 62 (currently amended): ~~The gaming device~~ method of Claim 61, which includes ~~the step of~~ providing a predetermined number of picks to a player.

Claim 63 (currently amended): The method of Claim 61, which includes ~~the step of operating the gaming device~~ providing (a) to (h) through a data network.

Claim 64 (original): The method of Claim 63, wherein the data network is an internet.

Claim 65 (currently amended): A gaming device comprising:
a primary game operable upon a wager by a player;
a display device;
a processor;
a secondary game triggered upon an occurrence of an event associated with said primary game;
a plurality of target sets displayed to said player in said secondary game, ~~which includes each of said target sets including~~ a plurality of selectable numbers, wherein at least one of said numbers in each target set is designated as a target number for that target set by said processor;
a number selector in communication with said processor;
at least one relationship indicator in said secondary game controlled by said processor wherein, after each time said player picks any one of said selectable numbers using said number selector and the picked number is not said target number and not a last pick, said relationship indicator identifies a relationship in each target set between said target number for that target set and the number selected by said player using said number selector including a subset of selectable numbers of said target set which includes at least said target number and enables said player to select said target number with a next selection in said subset; and
an award provided to said player, said award having a numerical value, wherein a plurality of target numbers selected by said player are digits of said numerical value.

Claim 66 (previously presented): The gaming device of Claim 65, wherein said digits of said numerical value are arranged in the order in which said player selects said target numbers.

Claim 67 (previously presented): The gaming device of Claim 65, which includes a number of picks provided to the player by said processor, wherein the player picks numbers in the target sets until the player picks all of said target numbers or until there are no picks remaining.

Claim 68 (previously presented): The gaming device of Claim 67, wherein the number of picks is predetermined.

Claim 69 (previously presented): The gaming device of Claim 67, wherein the number of picks is randomly determined.

Claim 70 (previously presented): The gaming device of Claim 65, wherein each number is associated with a probability of being designated as a target number in said target set.

Claim 71 (currently amended): The gaming device of Claim 70, wherein the probability of being designated associated with one of the ~~symbols~~ numbers in said target set is greater than the probability of being designated associated with another of said ~~symbols~~ numbers.